Milo Duclayan - Game Writing Portfolio

Interactive Writing - Shane is Resting

A short interactive horror piece, composed mainly out of over-the-phone dialogue. Concepted and completed as a **75-minute timed assignment**.

Link to the Full Game

To play, download and unzip the folder and double-click the "Index" file.

Tools/Skills: Inky, creative writing, timed writing, interactive storytelling

Overview: This game was completed and produced using Inky, and was written within a 75-minute timeframe. In that time, I had to concept, write, program, and polish this story to a production-worthy quality.

This story uses a small number of variables to change between two distinct endings, based on player choice. The dialogue itself also adapts immediately to the responses and dialogue options the player chooses.

The total length of the story (with all possible dialogue) is roughly 1,000 words.

Dramatic Writing - Since the Bloom

A dystopian fiction piece in which two scientists attempt to save a dying world. This is a small segment of a **15,000 word** narrative project.

[Link to the Script](#)

Tools/Skills: Screenplay writing, creative writing, adaptation.

Overview: This script is an excerpt from a larger interactive fiction project, completed in Ink. I extracted a chapter of the project, and rewrote it using a screenplay format in order to expand on my script writing skills.

Since the Bloom is a series of interactive vignettes that tells the story of an end of the world, but with a more optimistic spin. The story imagines what the end could be like if humanity didn't collapse into chaos, if they just sputtered out.

The complete story has roughly 15,000 words, with 3 distinct endings. This adaptation is of the 4th chapter. The complete story has 9 chapters total.

Collaborative Outline - Hammer of God Quest Chain

A **collaboratively designed** quest chain for a town in a proposed low-fantasy western RPG.

[Link to the Design Document](#)

Tools/Skills: Collaborative design, quest design, character design

Overview: This was a quest chain for a theoretical low-fantasy, PG-13 western RPG. It was completed with a group of 3 other narrative designers. For this assignment, we created a 5-quest chain that follows a side mission the player can choose to take on.

We formatted this document based on a provided format, and included additional minor details to ensure that the quest outline could be followed sufficiently by later teams.

Character Design - Town Population

A character document made following a **strict project brief**, to create a historically accurate, diverse western town population. This was **extensively researched**.

[Link to the Character Document](#)

Tools/Skills: Character design, research, dialogue writing

Overview: This project involved researching and populating a fictional but historically accurate western town for a proposed historical RPG in an established world. I created five primary characters, which the PC would be interacting with the most, 8 NPCs for the PC to have minor interactions with, and 10 background NPCs that would have barks for the player to hear.

For this assignment, I extensively researched the history and populations of western towns, in order to create realistic and diverse characters. The intent was to create an interesting western scenario without falling into traditional tropes of the genre.

Quest/Character Design - Ula & The Quirinyne

An overview of an area, along with characters, a monster, and potential quests. This was part of a 60-minute timed **quest area design** test.

Link to the Document

Tools/Skills: Character design, quest design, timed design, area & map creation

Overview: This was a timed assignment to create a location in a sci-fi setting, and to create possible quests, characters and creatures within it. For this project I aimed to both create a coherent setting, but also create creatures, characters, and world information within the location that could be used in other parts of the world.

To rapidly prototype this area, I used photoshop to design the more detailed enemy placement example, and Inkarnate for the overall map design.

Production Documentation - Blood Ties

Documentation from a LARP written for the Wayfinder Experience. This includes different sections that I needed to **communicate to various staff members** clearly and efficiently.

Link to the Document

Tools/Skills: Plot design, production/art communication, world design

Overview: This documentation was written for a Live Action Role-Playing (LARP) experience, for an established program. This document includes sections on world and character background, design intent, distinct game mechanics, plot structure, and detailed descriptions of Scenes, Characters, Monsters, and Usable Items that were provided to art production members for creation.

In addition to the writing, running these productions involves intense communication, leadership, and improvisation skills over the entire week of the event.

In-Game Dialogue - Bark Sheets

Two bark sheets for different established world prompts. For each design test I completed **100 fleshed-out barks for an existing location in 90 minutes**.

[Link to the Sci-Fi Bark Sheet](#)

[Link to the Mature Western Bark Sheet](#)

Tools/Skills: Dialogue, bark writing, character design, timed writing

Overview: These are two bark sheets written for two 90-minute design challenges. During each, I completed 100 or more barks, some standalone, some in small conversations. In addition to writing the barks, I used the remaining time to assign characters, moods, locations and more to some of the barks.

The first bark sheet completed was for a sci-fi setting, in a setting on a moon base. The second bark sheet was for the same setting as the collaborative quest design, a mature, low-fantasy western RPG.